Principles of UI Design - Short Notes

Consistency

Consistency helps users become familiar with the interface faster by reusing elements and behaviors.

Key Points:

- Use common UI patterns
- Maintain style across screens
- Reinforce behavior with consistency

Feedback

The interface should always keep users informed about what's going on, through appropriate feedback.

Key Points:

- Loading indicators
- Success/error messages
- Interactive state changes

Simplicity

Keep the interface simple and only show whats necessary.

Key Points:

- Remove unnecessary elements
- Use whitespace effectively
- Guide focus with visual hierarchy

Visibility

Make important elements visible to help users understand the next step.

Key Points:

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- Highlight primary actions

- Reduce hidden elements

- Use contrast and color wisely

User Control

Allow users to feel in control of the system.

Key Points:

- Undo/redo options

- Avoid unexpected behavior

- Provide clear navigation

Accessibility

Design with accessibility in mind so that all users can interact with the interface.

Key Points:

- Use readable fonts

- Ensure color contrast

- Keyboard and screen reader support

Affordance

Design elements should suggest their functionality.

Key Points:

- Buttons look clickable

- Sliders look draggable

- Use visual cues

Error Prevention and Recovery

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Prevent errors before they occur, and help users recover easily.

Key Points:

- Confirmation dialogs

- Undo actions

- Helpful error messages

Aesthetic Integrity

The UI should match the purpose and feel of the product.

Key Points:

- Use appropriate color and tone

- Balance between function and form

- Avoid clutter

Learnability

The interface should be easy to learn so users can quickly accomplish tasks.

Key Points:

- Use familiar icons

- Offer tooltips/help

- Follow intuitive navigation